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**41st Annual Monctonian “AAA” Challenge**

**Rules**

1. Teams shall register at the Superior Propane Centre on Russ Howard Drive, at least one-hour prior to their first game.

2. All players and team officials will receive identification, which will entitle the bearer admission to the arena.

3. Major U18 Division – Twenty-four teams in six divisions. Top team in each division, plus four wild cards will advance to playoffs. The top six teams overall receive a bye in the first round of playoffs. In the event of a tie, Rule 13 (a/c) shall apply.

4. Major U16 Division – Ten teams in two divisions. The top two teams in each division will advance to the playoff series. In the event of a tie, Rule 13 (a/c) shall apply.

5. Major U15 Division – Twenty-four teams in six divisions. Top team in each division, plus four wild cards will advance to playoffs. In the event of a tie, Rule 13 (a/c) shall apply.

6. All teams play a single round robin within its division. Two fifteen and one twenty minute stop time periods, with a flood before each game and following the second period. No overtime in round robin play.   
Points awarded:  
 win = 2 points   
 tie = 1 point

7. There shall be a FIVE MINUTE warm up prior to each game, and a TWO MINUTE break between periods.

8. Hockey New Brunswick rules and regulations shall apply throughout with the following exceptions:  
(a) Match Penalty – Out for the remainder of the tournament.  
(b) Fighting Major – Minor Hockey rules apply for the first offence. A second offence, the player will be suspended for the remainder of the tournament.  
(c) Protests – No protests will be allowed during the tournament.  
(d) Decisions of the tournament committee shall be final.

9. During round robin, playoffs and championship games, should a FIVE GOAL spread exist at the end of the second period, or anytime during the third period, the clock shall revert to straight time for the remainder of the game.

10. Playoff games shall be two fifteen and one twenty minute stop time periods. Overtime, if required, will consist of ten minute periods. Overtime will be played 3 on 3, with sudden victory determining the team advancing. In all playoff games, including overtime, the ice shall be resurfaced every second period.

11. Major U18 Championship Game - shall be twenty minute stop time periods, with floods between each period. Overtime, if required, shall be 5 on 5 and consist of ten minute periods, with a flood after the first overtime, and a flood every two periods thereafter. Sudden victory shall determine a winner.

12. Major U16 and Major U15 Championship Games - shall be two fifteen and one twenty minute stop time periods, with a flood after the second period. Overtime, if required, will be 5 on 5, and consist of ten minute periods. The ice will be resurfaced every two periods. Sudden victory shall determine the winner.

13. Tie Breaking Formula:

**For U15 and U18 Divisions**

**Teams Advancing in the Division** - In the event of a tie within a division at the conclusion of round robin play, the team advancing shall be determined by applying the following procedure in descending order.

1. **If two teams are tied in points:**
2. The winner of the round robin game between the tied teams advances.
3. Most wins in the round robin.
4. Best goal average.

**GAA - Total number of goals for divided by the total number of goals for and against. NOTE: All round robin games are included.**

1. Fewest goals against (**all round robin games**).
2. First goal scored in the **game between the tied teams**.
3. Least penalized team, all games. **See note below on Penalties.**
4. A coin toss will determine which team advances.

**(2)** **If** **three or more teams are tied in points.**

1. Most wins **in games among the tied teams**.
2. Best goal average (**all round robin games).** See formula above.
3. Fewest goals against (**all round robin games**).
4. Least penalized team, all games. **See note below on Penalties.**
5. The team which scored the earliest goal in the games involving the tied teams.
6. A coin toss will determine which team will advance.

**For U16 Division – (Unbalanced Schedule)**

**If two teams are tied in points:**

1. Most wins in the round robin.

b) Best goal average (**all round robin games).** See the formula above.

c) Fewest goals against (**all round robin games**).

d) Least penalized team, all games. **See note below on Penalties.**

e) First goal scored in thetournament.

f) A coin toss will determine which team advances.

**If** **three or more teams are tied in points.**

1. Most wins in round robin.
2. Best goal average (**all round robin games).** See the formula above.
3. Fewest goals against (**all round robin games**).
4. Least penalized team, all games. **See note below on Penalties.**
5. First goal scored in thetournament.
6. A coin toss will determine which team will advance.

**Teams Advancing as a Wildcard**

At the conclusion of round robin play, the teams advancing as Wildcards shall be determined by applying the following procedure in descending order.

**NOTE: Each tiebreaker will be used to determine one or more of the Wildcards. The Wildcard tiebreaker will continue to determine the remaining Wildcard teams. At no time will we go back to the Division tiebreakers.**

a) Most points.

b) Most wins.  
c) Best goal average (**all round robin games).** See the formula above.

d) Fewest goals against (**all round robin games**).  
e) Least penalized team, all games. **See note below on Penalties.**  
f) First goal in round robin play.

**Seeding of Division Winners**

At the conclusion of round robin play, the division winners will be seeded for the playoffs by applying the following procedure in descending order.

a) Most points.

b) Most wins.  
c) Best goal average (**all round robin games).** See the formula above.  
d) Fewest goals against (**all round robin games**).  
e) Least penalized team, all games. **See note below on Penalties.**  
f) First goal in round robin play.

Notes:

**Penalties:**

**Misconduct = ten minutes   
Game misconduct and Match = twenty minutes**

14. One time out per team, per game.

15. Home team to wear white sweaters.

16. In all playoff games, the top seeded team shall be the home team.

Inquiries: All inquiries to be directed to the Tournament chairman.